



Bard 1
CLASS & LEVEL

High Elf
RACE/ANCESTRY/HERITAGE

STR **+1**
12
+2 PROFICIENCY BONUS

SAVING THROWS

- +1 Strength Saves
- +5 Dexterity Saves *
- +1 Constitution Saves
- +0 Intelligence Saves
- 1 Wisdom Saves
- +4 Charisma Saves *
- * Prof. bonus added

CON **+1**
13

INT **+0**
11

WIS **-1**
8

CHA **+2**
15

Entertainer
BACKGROUND

ARMOR CLASS (AC)
14
INITIATIVE
+3

SPEED

30 ft.

Armor Worn: leather armor

HIT POINTS
9
HIT DICE
1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d8+3 piercing damage.

Dagger (offhand, two-weapon fighting as bonus action). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. 1d4 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Fire Bolt Cantrip. *Ranged Spell Attack:* +2 to hit, targets one creature or object within 120 ft. range. *Hit:* 1d10 fire damage and unattended flammable objects catch on fire.

Vicious Mockery Cantrip. *Ranged Spell Attack:* Target within 60 feet that can hear you must make a DC 12 Wisdom saving throw or take 1d4 psychic damage and have disadvantage on next attack made before the end of its next turn. (No damage if made save.)

CLASS

Bard Class Features [PHB p. 41]

- Ritual Casting
- Bardic Inspiration (d6) (2 uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Fire Bolt, Prestidigitation, Vicious Mockery*

Prepared Spells

1st Level (2 slots): *Charm Person, Detect Magic, Cure Wounds*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor (AC 11), rapier, dagger, diplomat's pack (chest, 2 cases for papers, set of fine clothes, ink bottle, ink pen, lamp, 2 flasks of oil, 5 paper sheets, perfume vial, sealing wax, soap), belt pouch, set of common clothes, set of costume clothes, a musical instrument, an admirer's love letter. (This load is about 76 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 9 gold pieces (gp); 49 silver pieces (sp); 14 copper pieces (cp); 3 gems (worth 10 gp each)